

# Skyline D6

A roll & write adaption of Skyline 54, by Nick Shaw

Rules v1.0

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## Overview

Skyline D6 is a roll & write adaption of my card game, Skyline 54. In this adapted version, dice are drafted and used to construct a skyline of skyscrapers. The player who builds the best skyline by the end of the game will be the winner!

The game uses standard 6-sided dice, and requires only player sheets to be printed out. The central board is used just as a helpful placeholder, but is not required for gameplay, provided you can have the 3 stockyard areas and the main supply pool of dice delineated from each other).

Kudos goes to Richard Garfield, whose Winston Draft method of drafting cards I adapted to use in Skyline 54 (which I called a "Spengler Draft"), and which I have adapted again for this dice-based variant, and which I am calling a "Venkman Draft".

## Components

- Central Board
- Player sheets (1 per player)
- Standard d6 dice (approx 16)
- Pencils (1 per player)

## Setup

- Place the central board in the middle of the table so all players can reach it;
- Give each player a player sheet and a pencil;
- Place all the dice on the central board's **Dice Supply** area;
- Each **Stockyard** shows a number of dice to "refill" with when empty; for each Stockyard, take the shown number of refill dice, roll them, and place them in that respective Stockyard;
- The player who was most recently in a skyscraper goes first (if tied, pick the first player randomly);
- Each player should fill in a value in their "START" box on their player sheet equal to the position of their starting position, i.e. the start player would write a '1', the next player a '2', the third player a '3', and 4th player a '4'. If playing with >4 players, the remaining players may pick their starting value.

## Gameplay

The game is played in rounds, with a round consisting of each player taking a turn, in a clockwise sequence. The rounds continue until the endgame is triggered (see *Game End Trigger*).

*A round is defined merely to allow the end-game trigger to play out a full final round, so all players have the same number of turns.*

## Turn Structure

On your turn, perform this sequence of actions, which will be described in detail further down in the rules:

1. Draft a set of dice from the stock, adding/refilling the stockyard(s) as required;
2. Assign the drafted dice values to spaces on your player sheet;
3. Return the used dice to the supply.

### Draft a set of dice

In this phase, you **must** draft a set of dice from the central board. There are 3 stockyards and a supply to choose from, however which you pick from changes what other players will have access to on their turn.

To draft a set of dice, you pick as follows:

- You may take all the dice in Stockyard 1.
- If you don't want them, you may take all the dice in Stockyard 2.
- If you don't want them either, you may take all the dice in Stockyard 3.
- If you don't want *any* of the Stockyards' dice, you **must** take 1 die from the Dice Supply, roll it, and keep the result.

*Note: You must always keep the chosen dice faces as they are; you cannot change their value when taken (unless an ability says otherwise).*

After you have taken a set of dice, you must refill the stockyard(s):

- If any of the Stockyards are empty, firstly refill them with the shown number of dice in each;
- If you took from Stockyard 2, take 1 die from the Dice Supply, roll it, and place it in Stockyard 1;
- If you took from Stockyard 3, take 2 dice from the Dice Supply, and roll one at a time, placing one each in Stockyards 1 and 2;
- If you took from the Dice Supply, take 3 dice from the Dice Supply, and roll one at a time, placing one each in Stockyards 1, 2 and 3.

I.e., you always refill an emptied Stockyard, and you also add 1 die to every Stockyard you 'passed over' between Stockyard 1 and the location you took your chosen set of dice from.

In this way, the dice pools will vary in the number of dice they have available in them during the game (but will always contain at least 1 die).

*Note: If you ever run out of dice to refill / add to any Stockyards, place as many dice as you can, prioritising refilling before adding, and going from Stockyard 1 first, etc.*

### Assign dice values to your player sheet

You must now assign the values of each of the dice you drafted onto your player sheet, by writing the number into an empty space. There are 4 places you can potentially write dice values in, as explained below. You must use *all* your dice when doing this; you cannot choose to not assign any values (unless an ability says otherwise).

After setup, each player has a single value in the middle of the baseline of their skyline. Boxes on this row are called *Baseline* squares, and a skyscraper cannot be built until its box on the baseline is filled in.

There is one important restriction on the dice placement, which applies to all boxes on your Skyline where you could write your value: You **must** write in a box that is adjacent to an already filled-in box. Note, however, that you do not need to place the values of every dice drafted this turn adjacent to *each other*; you may assign them to whichever area you like, provided they are adjacent to another filled-in box (from this turn or a previous turn).

### Baseline

When filling in a baseline box, it must contain a value that is  $\pm 1$  value to the filled-in box adjacent to it. You may enter values at either end of the baseline, provided they are adjacent to filled-in boxes.

### Skyscraper

A skyscraper must be filled in from bottom to top (following usual adjacent-to-filled-in-box rules). The skyscrapers have a varying set of restrictions on which values may be placed in them. For example, the two skyscrapers adjacent to the START box must each have values that are  $\pm 1$  in value to the box adjacent to them, whereas the skyscrapers further out may require each subsequent value to be greater than the previous, or less than the previous (but not necessarily just 1 difference), etc.

### Skybridge

A skybridge is a bridge across two skyscrapers. To build these, you must have built up to at least the skybridge's level in both of its adjacent skyscrapers, *and* you must have unlocked the Skybridge ability in the skyscraper Special Ability area (see *Special Abilities*). If both these conditions are true, you may choose to assign *any* die value to the skybridge to build it. Skybridges are worth an increasing number of points at the end of the game, based on how many you have constructed.

### Building & Loan Association

This area on the player sheet can be used to “take a loan”, which allows you to adjust a die's value. At any point during your turn, you can use one of the BLA's advisor spots to adjust one of your drafted dice to any value (between 1 and 6). To do this, write the number of pips you *adjust the die by* into the top-left-most empty BLA circle (i.e. fill in the top row first from left to right, then the bottom row). For example, changing a 2 to a 6 is a change of 4 pips, so you would write ‘4’ in one of the empty circles in the BLA area.

If all circles are full, you cannot use this option any more.

*Note that this does not count as ‘using’ the die - you’ve just manipulated a die’s value, so its value must still be written somewhere in the 4 placement areas (Baseline, Skyscraper, Skybridge or Scrap Yard).*

The adjusted die value can be used in conjunction with any relevant special abilities, or you can adjust the die value using a special ability and *then* adjust it again using a BLA loan.

### Paying off a Loan

Any loans taken will count against your score at the end of the game, based on the values entered into these spots. To avoid taking negative points at the end of the game, you may choose to *pay off a loan*. To do this, you use a drafted die's value to cross out a loan you've taken (even one in the same round as it was taken). As is usual with loans, you must pay off the loan with interest: The die used to pay off a loan must be greater than the value of the loan (the value written in the circle). For example, to pay off a loan of value 4, you would have to use a die of value 5 or 6.

When you pay off a loan, cross off the relevant circle from the BLA area. That die is now considered spent, and must be placed back into the Dice Supply on the main board.

### Return used dice to the supply

Once you have finished assigning the values of all your drafted dice to your player sheet, return the used dice to the central board's **Dice Supply**.

## Special Abilities

At certain places on the player sheet, there are boxes marked with a \*. This indicates that you are able to activate a special ability. When you enter a value into a box or circle containing a \*, you may choose to activate (tick the box from) one of the special abilities. That special ability applies immediately and for the rest of the game (unless otherwise specified). Some special abilities have restrictions on who can take them, or are limited in how many times they can be used.

The special abilities are as follows. You may choose to unlock from whichever area you wish, following restrictions as noted.

### Limited Use Abilities

Any player can activate any of these abilities, but they are only usable a certain number of times. To use an activated ability from this set, you must cross out a usage circle for that ability; if all circles for a specific ability are crossed out, you cannot use the ability any more.

The abilities in this set are:

- 4 times in total, you may flip one of your drafted dice to its opposite side before assigning its value.
- 3 times in total, you may adjust one of your drafted dice by  $\pm 1$  pip (within the range 1-6, and 6 cannot wrap around to 1 or vice versa).
- 2 times in total, you may ignore one placement restriction when writing a value.

### One-Player-Only Abilities

Each of these abilities require 2 bonus assignments to activate. Also, only one player out of everyone playing can activate each one of these abilities (e.g. if player 2 activates the 2nd ability, no other player can then activate that ability). When another player activates one of these abilities on their turn, *you* must cross out the ability from your sheet, to indicate it is no longer available for you to activate. A single player *may* activate more than one of the abilities, provided no other player has taken them.

The abilities in this set are:

- When drafting, you may take 1 extra die, taken from the Dice Supply (roll it; you must keep the value rolled, although you *may* manipulate it with other abilities after rolling).
- When drafting from a Stockyard, you may also take 1 die from *any other* Stockyard.

### End-Game Abilities

Each of these abilities require 2 bonus assignments to activate. All players may activate any or all of these abilities.

The abilities in this set are:

- Gain 3 points for every skyscraper 5 or more boxes high (incl. baseline).
- Gain 2 points for every special ability you have activated (including this one).
- Gain 2 points for every loan taken (whether paid off or not)

### Unrestricted Abilities

All players may activate any or all of these abilities.

The abilities in this set are:

- You may now build Skybridges.
- You may pay off loans from the Building & Loan Association with no interest - i.e. with a die of the same value as the loan.

## Game End Trigger

The game end is triggered in the round in which any player **starts building their final skyscraper** (the first level above the baseline), or any player has built **4 or more skyscrapers to their max height**. Complete the round, play one more full round, then proceed to *Game End & Scoring*.

## Game End & Scoring

At the end of the final round, all players score up their player sheet, using the area on the player sheets to record their score. Score each area as described below. Ties are friendly (tied players each score full values).

### Items that all players score

- Each skyscraper that has reached its summit scores its owner 5 points.
- Score skybridges based on how many you have built:

# Skybridges	1	2	3	4	5	6	7	8
VP	1	3	6	10	15	21	28	36

- Any unpaid loans lose the player points equal to the total value of the unpaid loans.

### Only the player(s) with the most of an item scores

- The player(s) with the longest filled-in baseline scores 5 points.
- The player(s) with the most skyscrapers that are 3 or more boxes high (incl. baseline) scores 5 points.
- The player(s) with the highest skyscraper(s) scores 5 points.
- The player(s) with the most *paid-off* loans compared to other players scores 5 points.

### End-Game Special Abilities Scoring

Each player who activated any end-game special abilities now calculates those points and adds them to their score:

- 3 points for every skyscraper 5 or more boxes high (incl. baseline).
- 2 points for every special ability you have activated (including this one).
- 2 points for every loan taken (whether paid off or not).

The player with the most total points wins! If tied, the player with the highest skyscraper wins. If still tied, the player with the *most* skyscrapers (of any height 2 or above) wins. If *still* tied, the tied players reluctantly share the victory.

## Credits

Thanks to anyone who helped playtest or comment on the game's development on the BGG WIP thread, including Julian Anstey and Raúl Calleja. Your feedback was invaluable!

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## Stockyard 1

When empty,  
refill with:



## Stockyard 2

When empty,  
refill with:



## Stockyard 3

When empty,  
refill with:



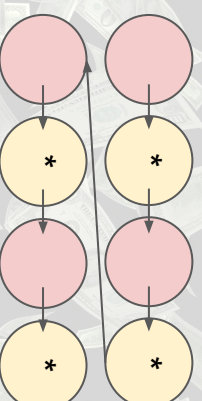
Dice  
Supply



# Skyline D6: Player Sheet (rev 1.0)

The skyline of \_\_\_\_\_ (← enter a city name)

## Building & Loan Association



To take a loan: Enter the pip value you wish to alter a die's value by.  
To pay off: Discard any die of higher value than a loan's value, then cross out that loan.  
Game end: Lose VP = any unpaid loans

Endgame Scoring	
<b>5VP</b> / completed Skyscraper	
Skybridges (1/2/3/4/5/6/7/8 = 1/3/6/10/15/21/28/36 VP)	
Total of unpaid loans = <b>-?VP</b>	
<b>Player With Most</b> (friendly ties)	
<b>5VP</b> if longest baseline	
<b>5VP</b> for most skyscrapers of 3 or more boxes high	
<b>5VP</b> for the tallest skyscraper(s)	
<b>5VP</b> for most paid-off loans	
<b>End-Game Special Abilities</b> (if activated)	
<b>3VP</b> / Skyscraper of 5 or more boxes high	
<b>2VP</b> / unlocked ability	
<b>2VP</b> / loan taken (whether paid off or not)	
<b>TOTAL</b>	

**Limited-Use**  
You may activate **any number** of these, but each has limited uses: Cross out an empty circle each time the respective ability is used.

<input type="checkbox"/>	You may flip one of your drafted dice to its opposite side	
<input type="checkbox"/>	You may adjust one of your drafted dice by ±1 pip (within range 1-6)	
<input type="checkbox"/>	You may ignore one placement restriction when writing a value	

**One-Player-Only**  
Only a single player may activate each of these abilities: Cross the respective ability out if another player claims it first.

<input type="checkbox"/>	When drafting, you may take 1 extra die, from the Dice Supply (roll it & keep the value rolled)	<input type="checkbox"/>
<input type="checkbox"/>	When drafting from a Stockyard, you may also take 1 die from any other Stockyard	<input type="checkbox"/>

**Unrestricted**  
You may activate **any number** of these

<input type="checkbox"/>	You may build Skybridges	
<input type="checkbox"/>	You may pay off a loan with no interest (die used to pay loan may be of equal value)	<input type="checkbox"/>

**End-Game**  
You may activate **any number** of these

<input type="checkbox"/>	Gain 3 points for every skyscraper 5 or more boxes high	<input type="checkbox"/>	Gain 2 points at game end for every special ability you have unlocked (including this one)	<input type="checkbox"/>	Gain 2 points for every loan taken (whether paid off or not)
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